



Dusk

Check that all eyes are closed. Some Travellers &amp; Fabled act.



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
 Show each of these players a unique Minion token, and give a thumbs down.  
 Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
 Then, do the Minion Info and Demon Info steps as normal.



Minion Info

If there are 7 or more players, wake all Minions:  
 Show the **THIS IS THE DEMON** token. Point to the Demon.



Lunatic

If there are 7 or more players, wake the Lunatic:  
 Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
 Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
 Put the Lunatic to sleep. Wake the Demon.  
 Show the **YOU ARE** info token and the Demon token.  
 Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



Demon Info

If there are 7 or more players, wake the Demon:  
 Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.  
 Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.

Sailor

The Sailor chooses a living player. ☹



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
 Put the Demon to sleep.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹

Godfather

Show the character tokens of all in-play Outsiders.



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Steward

Point to the player marked **KNOW**. ☹

Noble

Point to all three players marked **KNOW**.

Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
 Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Bounty Hunter

Wake any player with a Townsfolk character:  
 Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
 Turn their token upside-down. (This shows they are evil.)  
 Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
 Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
 Put the Cult Leader back to sleep.  
 Turn the Cult Leader token upside-down. (This shows their alignment.)



Ogre

The Ogre points to a player:  
 If the player is evil, flip the Ogre's token upside down.



General

If you believe that the good team is winning, give a thumbs up.  
 If you believe that the evil team is winning, give a thumbs down.  
 If you don't know which team is winning, give a thumbs to the side.



Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

Check that all eyes are closed. Some Travellers &amp; Fabled act.

**Sailor**

The Sailor chooses a living player. ☉

**Harpy**The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.**Lunatic**Do whatever needs to be done to simulate the Demon acting.  
Put the Lunatic to sleep. Wake the Demon.  
Show the Lunatic token & point to them, then their target(s).**Legion**

You may decide a player that dies. (Once per living Legion) ☉

**Fang Gu**The Fang Gu chooses a player. ☉ If they chose an Outsider (once only):  
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☉**Godfather**

If an Outsider died today, the Godfather chooses a player. ☉

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☉

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**Village Idiot**Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.**King**If the number of dead players is equal to or exceeds the number of alive players:  
Wake the King. Show one alive character token. Put the King to sleep.**Bounty Hunter**If the player with the **SEEN** token died today or tonight, point to an evil player.  
Move the **SEEN** token to the shown player. ☉**Cult Leader**The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)**General**If you believe that the good team is winning, give a thumbs up.  
If you believe that the evil team is winning, give a thumbs down.  
If you don't know which team is winning, give a thumbs to the side.**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.